LOOK FOR THESE EXCITING NEW MEGA MAN TOYS FROM BANDAI

Collect all of these Mega Man Action Figures! Each comes with its own unique, interchangeable weapon!

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CAPCOM

MEGA MAN 7™

Instruction Manual

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA MAN 7

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting MEGA MAN 7, the latest addition to the Mega Man universe for your Super Nintendo Entertainment System. Mega Man 7 continues the tradition of action packed games for the whole family.

MEGA MAN 7 features colorful, state-of-the-art high resolution graphics, animation and stereo sound. We at CAPCOM are proud to bring you this thrilling new title to your video game library.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your MEGA MAN 7 Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective box.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come into contact with thinners, solvents, benzene, alcohol or any other strong cleaning agents that can damage it.

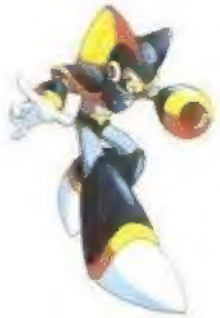
GETTING STARTED

1. Insert your MEGA MAN 7 Game Pak into your Super Nintendo Entertainment System and turn the power ON.
2. Watch as Mega Man captures Dr. Wily or press the START button to skip to the title screen.

3. When the title screen appears, you will see the following choices: GAME START, PASSWORD or SOUND. Use the control pad to move the cursor next to GAME START and press the START button.

Note: To switch the SOUND from STEREO to MONO based on your T.V., use the control pad to highlight SOUND then press the control pad left or right to make the change. For an explanation of the PASSWORD mode, see page 15 in this manual.

4. After meeting Bass and Treble, you will be presented with a password. Write down this password to begin later from the Robot Select screen. After writing down the password, press the START button and Mega Man will be faced with 4 robots. This is the Robot Select screen. Use the control pad to select the robot you wish to face and press the Y button. Mega Man will teleport to that area and be ready for battle!
5. To end Mega Man's quest at any time, simply turn the power on your Super Nintendo Entertainment System OFF and remove your Game Pak.



Dr. Wily Behind Bars?

The world's pulse raced with excitement! Everyone truly believed the conniving Dr. Wily had been stopped for good and imprisoned by the valiant Mega Man. Reporters jockeyed with cameramen for snapshots as the infamous Doctor hung his head while being dragged away in handcuffs. Dr. Wily would soon be behind bars. Or would he?

Dr. Wily was ready for anything. He had known his dastardly plans would end in failure some day, so after six months without contact his laboratory sprung to life. Monitors whirred into action, lights flashed and the lab control panel booted up.
In no time four hidden robots emerged. The robots then began a rampage in search of their master. Wily had done it again. Nothing would get in their way!

The world's racing pulse turned to nervous fear as a city was pummeled. Wasn't Dr. Wily in jail? Why was this still happening? The four robots took no heed to the great robot creator named Dr. Light. Mega Man found Dr. Light and the canine cyborg Rush fallen in the streets.

"Dr. Light? Are you O.K.?" Mega Man shouted.

"Mega Man! We have no time," replied Dr. Light. "Dr. Wily is using his robots to cover up his escape. You must go! Follow his spaceship!!!"

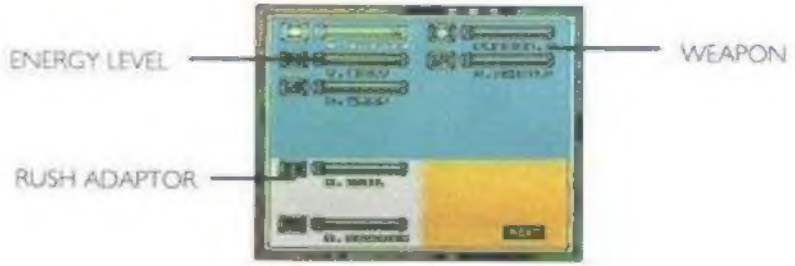
Mega Man, Dr. Light and Rush looked on in horror as Dr. Wily's spaceship shot out of the prison. Dr. Wily was on the loose!

Controlling Mega Man

To Move Mega Man Left or Right	Press the control pad **Left** or **Right**.
To Move Mega Man Up or Down a Ladder	Press the control pad **Up** or **Down** at the ladder
To fire the Mega Buster or active weapon	Press the **Y** button.
To Charge the Mega Buster or active weapon	Press and hold the **Y** button. Then Release **Y** button to fire.
To make Mega Man Jump	Press the **B** button.
To make Mega Man Slide	Press down on the control pad and hit the **B** button. Mega Man will slide in the direction he is facing.
Activate Weapon Screen (Pause Game)	Press the **START** button
Change weapon during battle	Press the **L** button or **R** button *Note: Works only for acquired weapons, not Rush Adaptors.*
Enter Eddie's Cybernetic Support Shop	Press the **SELECT** button at Robot Select screen.

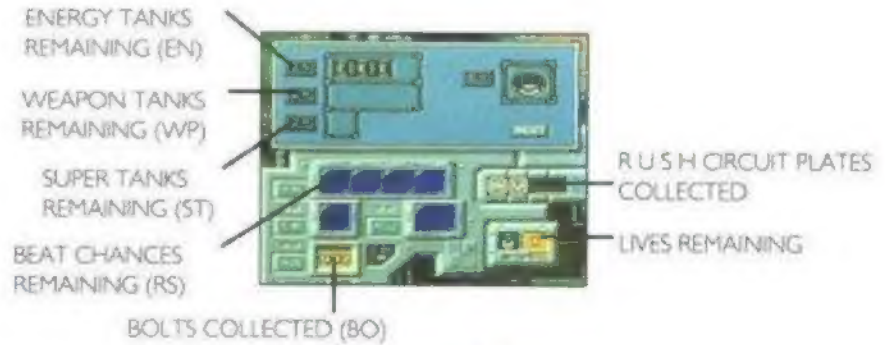
As you blast each of Dr. Wily's metal maniacs, you will gain a special weapon and add it to your arsenal. Also, there are a variety of supplemental items you can find in the game or purchase at Eddie's Cybernetic Support Shop. For a description of some of these powers, refer to the next few pages of this manual. You can pause the game to view and access the various weapons you have collected by pressing the **START** button during gameplay.

When the initial Weapon Select screen appears, you can see the weapons acquired and the current Rush adaptors you can use. On the Supplemental Menu screen, you will see remaining energy tanks, remaining weapon tanks and remaining Super Tanks. It also shows RUSH circuit plates collected, bolts collected and lives remaining. You can also see the remaining chances if you have rescued Beat, Dr. Light's crime-fighting bird, who brings Mega Man back if he falls.



Press the control pad in any direction to select the weapon or item you wish to activate. To activate a weapon, highlight the weapon then press **B**, **Y** or **START.** When you return to action, Mega Man will be equipped with that weapon.

To activate an item, bring up the Supplemental Menu screen by highlighting NEXT on the first screen and pressing **Y**, or just use the **L** and **R** buttons to move back and forth between screens. Use the control pad to highlight an item, then press the **Y** button to activate the item. When you return to action, Mega Man will be equipped with that item.



RUSH

Where would Mega Man be without his trusty canine companion Rush? Mega Man begins his battle against Dr. Wily with the Rush Coil power. When called upon, Rush will appear and when Mega Man jumps onto Rush's back he will bounce high in the air and get to an area previously out of reach.

There is another Rush adaptor power called the Rush Jet. It is hidden but if Mega Man finds it he can ride on Rush's back to get across a dangerous area safely. The Rush Jet can also be purchased at Eddie's, but isn't it better to find it for free?

In Mega Man's most recent adventure, he acquired special Rush enhancements from Dr. Light that launched him high into the sky and also transformed his body armor to give him an extra Rocket Buster. Mega Man still has these abilities, but this time Power Mega Man and Jet Mega Man have been combined into one Rush power adaptor called the Super Adaptor (S. Adaptor). Once Mega Man finds the circuit plates that spell R U S H, they will automatically be teleported back to Dr. Light and Mega Man will be able to call up the Super Adaptor from the Weapon Select screen.

SUPER ADAPTOR

Charge up Power Mega Man/Rocket Buster	Press and hold **Y** button. Then release **Y** button to send out Mega Man's arm to make a really big hit!

WARNING!
Because of the size of the Super Adaptor, Mega Man cannot use other weapon systems and cannot slide while wearing it.

RUSH, cont.

Charge up Jet Mega Man	Press the **B** button, then press and hold the **B** button to fire the turbo thrusters and send Mega Man soaring into the sky.

WARNING!
The turbo thrusters can only keep Mega Man in the air for a short time before they overheat and drop Mega Man back down to the ground.

RUSH SEARCH

Dr. Light has been hard at work with additional enhancements for Rush. His latest invention is the Rush Search. It can be found in one of the Robot stages, or you can purchase it at Eddie's. Why buy what you can find with a little ingenuity?

The Rush Search is a power adaptor that allows Rush to find buried power-ups or items. He can also identify hidden passages. The Rush Search is a very helpful addition, so use it as much as you can to get special items and to find hidden rooms or pathways to special power-ups. You may save time and money (bolts) in the long run.

To activate the Rush Search once you acquire it, go to the Weapon Select screen and use the control pad to highlight it. Press START to return to the game.

Activate Rush Search	Press the **Y** button

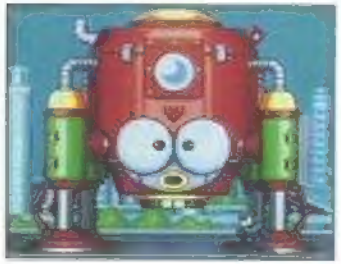
RUSH, cont.

Rush will appear and begin to sniff the area. If he finds a hidden item, he will begin to dig and the item will appear. Many times he may just dig up some useless junk, but most of the time he will find a special item.

If Rush Search finds a hidden room or passageway nearby, he will bark and go crazy. Search around the walls to find the hidden area. If he just stands still and yawns, there is nothing hidden in the vicinity.

EDDIE'S CYBERNETIC SUPPORT SHOP

Mega Man can meet up with Auto and Flip Top inside Eddie's Cybernetic Support Shop. To enter the shop, press the **SELECT** button at the Robot Select screen. You will see the huge shop drop above Mega Man. To bypass the animation and enter the shop, press the **START** button.



Once inside the shop, Auto asks you to select an item you want made. As you play Mega Man 7 you will collect small or large bolts. These bolts are used like money.

Use the control pad to highlight an item you need, and if you have enough bolts in the Bolt Meter on the right, Auto will make the

item for you. Once it's made, the item will bounce at Mega Man and he will automatically receive it. The item will then appear in the Supplemental Menu for you to use during battle.

If you don't have room to carry any more items, or you don't have enough bolts, Auto will be sure to let you know.

SPECIAL ITEMS

As Mega Man blasts through wave after wave of metallic mayhem, he'll find a variety of powerful items that will increase his chance of survival in battles that lie ahead. Here is a short list of items. For more on special items and power-ups, see the item list in Eddie's Cybernetic Support Shop.

Energy Pellets: These pellets increase Mega Man's energy level.

Weapon Capsules: Weapon Capsules increase the energy level of Mega Man's current special weapon.

Energy Tanks: Energy Tanks completely recharge Mega Man's energy supply. Mega Man can store these tanks until needed.

Small Bolts: Adds 4 bolts to your meter. Collect bolts to purchase items at Eddie's.

SPECIAL ITEMS cont.

Large Bolts: Adds 8 bolts to your meter. Collect bolts to purchase items at Eddie's.

1-UP: A 1-UP gives Mega Man one more chance to complete his mission.

Super Tanks: Super Tanks fully recharge all the energy levels in Mega Man's special weapons and fully recharge his energy

Beat's Whistle: Once Beat has been rescued, you can purchase these at Eddie's. Beat will automatically come and rescue Mega Man if he falls off a platform.

ADVICE FROM DR. LIGHT

1. Each robot is vulnerable to a certain type of weapon. If a robot seems too hard to defeat using the normal cannon, you may need to acquire a special weapon to defeat him.
2. Use Rush Search as much as possible. Its' power is easy to recharge, and it is very helpful in finding power-ups. It may even lead to something that Mega Man desperately needs to end Dr. Wily's threat!
3. Once you acquire a robot's weapon, it is effective against other robots. But why not try it in other places? Experiment and see what a weapon can do.
4. There are many items hidden in the game that can be purchased at Eddie's. If you can't find something you know exists, see if Auto can help.
5. Be sure to have many Energy Tanks on hand just in case. Even a Super Tank in reserve is a great thing to have.

PASSWORDS

If you reduce the sinister cyborgs into scrap metal, Mega Man will be rewarded with a secret password. Each character in the grid has a corresponding number. On a piece of paper, carefully copy the number next to the character in each position of the grid. When finished writing down your password, place the paper in a safe place.

The next time you play MEGA MAN 7 you can continue from where you received your password. The password will return you to the Robot Select screen with the same robots defeated and all the special items you acquired or purchased when you stopped playing. Here's how to do it:

1. From the MEGA MAN 7 title screen, use the control pad to move the cursor down to PASSWORD. Now press the START button. Press the X or A button to return to the title screen.
2. An empty password grid appears. Use the control pad to highlight a grid slot, then use the Y or B buttons to change the picture/number in the slot.
3. Move the cursor to each grid slot until the entire password has been entered.
4. When you have completely entered your password, press START.
5. You will hear a tone if your password is correct. You will then see the Robot Select screen with the defeated robots darkened. Choose a robot to begin.

Note: If you have entered the password incorrectly, you will see an ERROR message. Check your password carefully and use the above instructions to re-enter the password.

WILY'S ROBOTS

Burst Man

Weapon: Danger Wrap

Cloud Man

Weapon: Thunder Bolt

Junk Man

Weapon: Junk Shield

Freeze Man

Weapon: Freeze Cracker

Slash Man

Weapon: Slash Claw

Spring Man

Weapon: Wild Coil

Shade Man

Weapon: Noise Crush

Turbo Man

Weapon: Surge Wheel

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475 Oakmead Parkway
Sunnyvale, CA 94086

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